

**IN THE CLAIMS**

1. (currently amended) An image processing method executed by a computer, comprising the steps of:

detecting a display position and motion of a character on a display unit;

selecting one of a plurality of display modes for a scene image based on the detected display position and motion of said character,

\_\_\_\_\_selectively producing one of a first scene image and a second scene image based on the detected display position and motion of said character,—said first scene image subjectively viewed by said character in accordance with one of said display modes, and said second scene image objectively viewing the motion of said character in accordance with another one of said display modes; and

displaying the produced one of said first and second scene images on said display unit.

2. (original) The image processing method according to claim 1, wherein a movement command is accepted when producing said second scene image so that a moving image of said character is produced based on the accepted movement command, while the movement command is unacceptable when producing said first scene image.

3. (original) The image processing method according to claim 1, wherein when it is detected that said character is located at a wall a region behind which can not be seen, a scene image objectively viewing said character and said region is produced.

4. (original) The image processing method according to claim 3, wherein a command for movement of said character

along said wall is accepted, and a moving image of said character is produced based on the accepted movement command.

5. (original) The image processing method according to claim 1, wherein when said character is hidden by a given thing in said second scene image, said first scene image is produced regardless of movement of said character.

6. (original) The image processing method according to claim 1, wherein a radar image is produced and displayed on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

7. (original) The image processing method according to claim 6, wherein when said character gets in the field of vision of said counterpart character, said radar image is changed in color.

8. (original) The image processing method according to claim 1, wherein, in a scene where said character can selectively use one of items, said items are displayed so as to be scrolled in sequence.

9. (currently amended) A video game apparatus which displays on a display unit a character operated by a player and a scene image around said character, said apparatus comprising a scene image producing section which selectively produces a scene image in accordance with one of a first scene-image display mode, a second scene-image display mode and-or a third scene-image display mode, based on the detected display position and motion of said character, and displays the produced scene image in accordance with one of said first, second and third scene images display modes on said display unit, said first scene ~~image display mode~~ subjectively viewed by said character while

stopped in a movable state, said second ~~scene image display mode~~ subjectively viewed by said character while moving, and said third ~~scene image display mode~~ objectively viewing said character and motion of said character.

10. (original) The video game apparatus according to claim 9, further comprising a sound effect producing section which produces different sound effects depending on which of said first, second and third scene images is displayed.

11. (original) The video game apparatus according to claim 9, further comprising a command accepting section which accepts a movement command from said player when one of said second and third scene images is displayed so that a moving image of said character is produced based on the accepted movement command, while refuses the movement command when said first scene image is displayed.

12. (original) The video game apparatus according to claim 9, wherein said scene image producing section, upon detection that said character is located at a wall a region behind which can not be seen, produces a fourth scene image objectively viewing said character and said region.

13. (original) The video game apparatus according to claim 12, further comprising a command accepting section which accepts a command for movement of said character along said wall and produces a moving image of said character based on the accepted movement command.

14. (original) The video game apparatus according to claim 12, further comprising a sound effect producing section which produces different sound effects depending on which of said first, second, third and fourth scene images is displayed.

15. (original) The video game apparatus according to claim 9, wherein when said character is hidden by a given thing

in said third scene image, said scene image producing section produces said second scene image.

16. (original) The video game apparatus according to claim 9, wherein said scene image producing section produces a radar image and displays said radar image on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

17. (original) The video game apparatus according to claim 16, wherein when said character gets in the field of vision of said counterpart character, said scene image producing section changes a color of said radar image.

18. (original) The video game apparatus according to claim 9, further comprising an item displaying section which, in a scene where said character can selectively use one of items, displays said items so as to be scrolled in sequence for allowing said player to select one of said items.

19. (original) The video game apparatus according to claim 9, wherein said scene image producing section comprises an exchangeable memory and a reading section for said memory, and wherein said memory stores image element data necessary for producing said character and said first, second and third scene images.

20. (original) The video game apparatus according to claim 19, wherein said image element data is element data for producing a three-dimensional CG image.

21. (currently amended) A video game apparatus comprising:  
a controller for operating motion of a character;

a scene image producing section which produces a image of the character whose motion is operated by said controller and a scene image in accordance with a display mode which changes according to a position and the motion of said character, and displays said character image and said scene image on a display unit; and a sound effect producing section which produces a sound effect corresponding to the position and motion of said character, wherein said scene image producing section produces a scene image in accordance with a first ~~scene image~~ display mode when said character is stopped in a movable state and a second ~~scene image~~ display mode when said character is moved, said display mode selection based on the detected display position and motion of said character, said first ~~scene image~~ display mode subjectively viewed by said character and said second ~~scene image~~ display mode objectively viewing the motion of said character, said scene image producing section displaying the produced image in accordance with one of said first and second ~~scene images~~ display modes on said display unit, and wherein said sound effect producing section produces different sound effects depending on which of said first and second ~~scene images~~ display modes is displayed.

22. (original) The video game apparatus according to claim 21, further comprising a command accepting section which accepts a movement command when said second scene image is displayed so that a moving image of said character is produced based on the accepted movement command, while refuses the movement command when said first scene image is displayed.

23. (original) The video game apparatus according to claim 21, wherein said scene image producing section, upon detection that said character is located at a wall a region behind which can not be seen, produces a scene image objectively viewing said character and said region.

24. (original) The video game apparatus according to claim 23, further comprising a command accepting section which accepts a command for movement of said character along said wall and produces a moving image of said character based on the accepted movement command.

25. (original) The video game apparatus according to claim 21, wherein when said character is hidden by a given thing in said second scene image, said scene image producing section produces said first scene image regardless of movement of said character.

26. (original) The video game apparatus according to claim 21, wherein said scene image producing section produces a radar image and displays said radar image on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

27. (original) The video game apparatus according to claim 26, wherein when said character gets in the field of vision of said counterpart character, said scene image producing section changes a color of said radar image.

28. (original) The video game apparatus according to claim 27, wherein said sound effect producing section produces a different sound effect when said scene image producing section changes the color of said radar image.

29. (original) The video game apparatus according to claim 21, further comprising an item displaying section which, in a scene where said character can selectively use one of items, displays said items so as to be scrolled in sequence for allowing selection of one of said items.

30. (original) The video game apparatus according to claim 21, wherein said scene image producing section comprises an exchangeable memory and a reading section for said memory, and wherein said memory stores image element data necessary for producing said character and said first and second scene images.

31. (original) The video game apparatus according to claim 30, wherein said image element data is element data for producing a three-dimensional CG image.

32. (currently amended) A computer-readable recording medium storing a program which causes a computer to execute:

a process of detecting a position and motion of a character to be displayed;

a subjective display mode process of producing a first scene image subjectively viewed by said character while stopped in a movable state;

an intrude display mode process of producing a second scene image subjectively viewed by said character while moving;

a bird's eye view display mode process of producing a third scene image objectively viewing said character and the motion of said character; and

a process of switching among said subjective display mode process, said intrude display mode process and said bird's eye view display mode process according to the detected position and motion of said character so as to display a corresponding one of said first, second and third scene images on a display unit.

33. (original) The recording medium according to claim 32, wherein said program causes the computer to produce different sound effects depending on which of said first, second and third scene images is produced.

34. (original) The recording medium according to claim 32, wherein said subjective mode process and said bird's eye view mode process are switched therebetween based on an external command.

35. (original) The recording medium according to claim 32, wherein when said character is hidden by a given thing in said bird's eye view mode process, said bird's eye view mode process is automatically switched to said intrude mode process.

36. (original) The recording medium according to claim 32, wherein said program causes the computer to execute a process of accepting a command for movement of said character in each of said intrude mode process and said bird's eye view mode process so as to move said character, while refusing said movement command in said subjective mode process.

37. (original) The recording medium according to claim 32, wherein said program causes the computer to further execute a behind mode process which, upon detection that said character is located at a wall a region behind which can not be seen, produces a scene image objectively viewing said character and said region.

38. (original) The recording medium according to claim 37, wherein said program causes the computer to execute a process of accepting a command for movement of said character along said wall so as to move said character.

39. (original) The recording medium according to claim 32, wherein said program causes the computer to execute a process of producing a radar image and displaying said radar image on the display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.



40. (original) The recording medium according to claim 39, wherein said program causes the computer to execute a process of changing a color of said radar image when said character gets in the field of vision of said counterpart character.

41. (original) The recording medium according to claim 40, wherein said program causes the computer to produce a different sound effect when the color of said radar image is changed.

42. (original) The recording medium according to claim 32, wherein said program causes the computer to execute a process of displaying a plurality of items so as to be scrolled in sequence on the display unit, said items selected and used by said character.